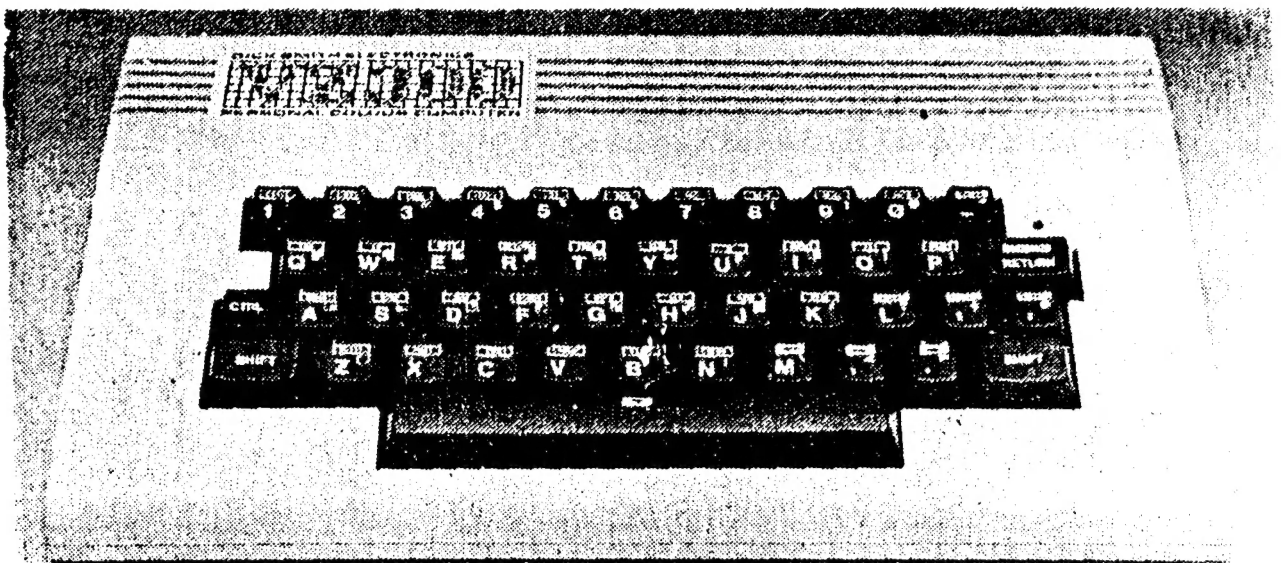


HUNTER VALLEY VZ USERS' GROUP NEWSLETTER.



AUGUST 1986.

PRESIDENT.....Peter Ellis
VICE PRESIDENT.....Mark O'Brien
SECRETARY.....Ross Woods
TREASURER.....Leigh Rogers
CHAIRMAN/EDITOR....Gavin Williamson

Mail all submissions to:-

The Secretary, HVVZUG.,
Ross Woods,
83 Lambton pde.,
SWANSEA HEADS. 2281

*** P.S. GAVINS' telephone number has changed.
(049) 621678

Hello, it's that time again. Gee, time flies when you're having fun. How we ever find time and enough material to put this Newsletter together in a Month I'll never know. It seems like we no sooner finish the last one and it's time to start the next one. You will excuse me if I rave on a bit won't you, it's the only way I can fill the page. The position of Treasurer has been filled by Leigh Rogers (no relation to Roy) and She has my everlasting gratitude. Have fun Leigh.

A big welcome home to Le' Patron, Father Ray Nelson who informs me that nobody tried to Skyjack His plane (they would'n't dare). Nice to see you came back in time for our party Father Ray. (Good to see you getting your priorities in order). Speaking of the party, I dont know about the rest of you but I quite enjoyed it. That will be the last one for a while because we dont want to spoil you, besides we can't afford it. I would like to thank Doris and Darren for coming along and representing Dick Smith Electronics. I hope you enjoyed yourselves and were not asked too many silly questions. Do feel free to drop in any time as you are always welcome.

Also thanks to Jamie Perry from the D.S.E computer support group for sending us some interesting programs. Some of these programs will be listed in the Newsletter for you to copy. How about some more contributions from you members out there. We are only getting articles from a select few at the moment and while they are doing a Magnificent job, we would like to see more effort from other members. Don't forget, if you find it interesting we might too. Just contact any committee member for infomation.

Are there any budding Artists or Cartoonists out there? I want to start a Cartoon strip but being lousy at drawing I need HELP!!!

Okay, thats all from me 'til next month. Happy reading and make those VZ's earn their keep.

Pete.



*'With this new computerised machinery
we can have more of our men playing cards than ever before.*

What a monster size Issue. It's about 1.30pm on the Thursday afternoon, this has to be printed and stapled yet! Thanks Leigh!

A bigger than ever BEGINNERS SECTION, this month. This is, in main, due to requests from Members. It's good to get feedback from Members and interested parties. A special thanks to Ron Fishburn, a Subscriber from the N.S.W. Central Coast, for your letter. Rons' letter had some interesting ideas, some of which we hope to implement in the near future.

I have been in contact with Jamie Perry, of the D.S.E Computer Support Group in Sydney, again. Thanks to Jamie for your helpful advice and for your programs, also.

On the subject of Thank You, I must declare my gratitude to those people who make this publication possible. That's the people who contribute articles. From as far a field as Adelaide, thanks DAVE, for you PBUFF write up this month, I'm sure Dor would be more than happy with it. We are looking forward to the follow up article(s) on this. Look out for these in the next Issue. A little closer to home is Robert from Wagga Wagga. Thanks Robert for your constructive criticism, and for your seemingly tireless effort of writing articles. I still have the one we missed out on last month, mate. The current article of Roberts' will be continuing for at least another two Issues. Much closer to home now is Matthew, from Ratmines. Matthews' review is with us once again this month, but as well as that, Matthew has compiled a hi-res PEEK and POKE chart. An absolute necessity to the beginner or advanced programmer. Thanks Matthew.

More good news is that we have a new Treasurer. Leigh has answered the positions vacant ad. in our last Issue and has agreed to accept the challenge.

I guess the bad part had to come sooner or later, I'm a bit dissatisfied with the lack of people using the SWAP & SHOP section. Remember, your only cost is effort. On bad news, there are still a couple of people who haven't paid their membership. If your having problems, see either Pete or myself on the quiet, before we see you loudly next meeting! Only one further thing the has come to my attention, please LEAVE other peoples' hardware, etc. alone until you ask! It's really only common courtesy.

There is a revised copy of the constitution available tonight, please make sure you pick up a copy. Subscribers should have one mailed to them shortly. Just quickly, on that, if you hear about us, but live too far away to attend meetings but would like to receive our Newsletter, just drop us a line or call myself or Pete or Ross.

Gavin (049) 621678
Pete (049) 695697
Ross (049) 712843

```

100 POKE30744,1:CLS:PRINT" W-1-101 BY JAMIE PERRY 1984":PRINT
110 PRINT" . = 20 FUEL CELLS"
120 PRINT" + = 50 FUEL CELLS"
130 PRINT" * = INSTANT DEATH"
140 PRINT" V = YOU":PRINT
150 PRINT" M = MOVE LEFT"
160 PRINT" , = MOVE RIGHT"
170 PRINT" S = START":PRINT:PRINT" HINT/ WATCH YOUR FUEL"
180 FORC=1TO5000:IFINKEY*="S"THEN190ELSENEXT
190 CLS
200 A=28850:S=100:T=1:A*=""
210 PRINT@480+RND(26),"* ."!A*
220 IFT/100=INT(T/100)THENA*=A*+"*":PRINT@99,"W-1-101":SOUND1,2
230 J=PEEK(A):IFJ=42THEN400
240 IFJ=46THENSOUND30,1:S=S+20:POKEA+1,41:POKEA-1,40
250 IFJ=43THENCOLOR,1:SOUND29,1:25,1:S=S+50:COLOR,0
260 POKEA,22
270 IFRND(99)>90THENPRINTTAB(RND(29))!"+"!
280 S=S-2:PRINT@0,"W-1-101";S:T=T+1
290 IFS=0THENPRINT@200,"W-1-101":GOTO400
300 POKEA,32
310 IFC<5001THEN320ELSE350
320 IFINKEY*="M"THENA=A-1:POKE26666,1:POKE26666,0
330 IFINKEY*=","THENA=A+1:POKE26666,1:POKE26666,0
340 GOTO210
350 IFPEEK(A+63)=46ORPEEK(A+63)=43ORPEEK(A+94)=46THENA=A-1
360 IFPEEK(A+65)=46ORPEEK(A+65)=43ORPEEK(A+98)=46THENA=A+1
370 IFT<HANDPEEK(A+32)=42THENA=A+1
380 IFINKEY*="S"THENC=0:GOTO190
390 GOTO210
400 POKEA,24
410 POKE30744,0
420 PRINT@300,"YOU: 5000";T
430 IFT>HTHENH=T
440 PRINT@364,"HH: 5000";H:IFH=TTHENPRINT@352,"YOU: 5000"
450 IFH=TTHENSOUND25,4:22,3:29,2:31,1:29,2:27,3:24,2:29,3
460 IFH=TTHENSOUND0,9:0,9:GOTO500
470 PRINT@396,"W-1-101";N$;" "
480 SOUND16,5:0,1:16,5:0,1:16,2:16,1:19,5
490 SOUND18,4:18,3:16,4:16,3:15,4:16,4
500 POKE30744,1:IFC=5001THENN*="V-ZED":GOTO520
510 IFH=TTHENCLS:INPUT"NAME PLEASE";N$:GOTO100
520 FORA=1TO1000
530 IFINKEY*="S"THEN190
540 NEXT:GOTO100

```

The above is a LLISTing of a game provided by Jamie Perry. Jamie is part of the D.S.E. Computer Support Group, in Sydney. He recently sent us up a disk with a multitude of programs on it. Including a machine code Epsom Printer Patch! All these programs are public domain.

The above program, METEOR, works fine in its current form. The challenge is for you to see what you can do with it from here. It's only a very short LLISTing, considering what it does, so far. Perhaps you could put a little more color into the game, or even some "real space ship" sound effects. Let us know what you come up with and we will send the best result back to Jamie for his comments.

Okay Boys and Girls, hands up if your VZ is "tied-up" while your printer trundles along. Even 120cps is slow when waiting for your printer to finish so you can get back to your computer. Waiting for your plotter at 12 cps, is almost unbearable. Of course a plotter can be forgiven considering that printing text at 12 cps is its secondary purpose, while drawing graphics etc., in color to boot, is its main use.

Some computers, such as the D.S.E. Multitech, allows part of their inbuilt RAM to be used as a SPOOLER, but this slows down the machine a bit, but you would hardly notice, due to the way that the SPOOLER is serviced by the CPU.

Other machines (VZ, C-64, TI-99, SEGA etc.) that don't have the RAM to spare or even the ROM routines to do the job, have to have an alternative way around the long wait while the printer trundles away.

THE ANSWER

Buy or build a "STAND ALONE" PRINTER BUFFER. A bought Buffer can cost many hundreds of dollars, but a "Build Your Own" can be a lot less of an expensive proposition, depends what you have in the Black Box. There have been a few (3-4) buffers described in magazines and these have only appeared in English Mag's at that, as far as I know.

There is now available for the very reasonable price of \$39, a "short form PBUFF kit" from MR Don McKenzie (address below), to which you add the extra parts. Don supplies the P.C. Board, Operating System in ROM and full documentation which is excellent. There are 64K RAM and 256K RAM versions available, you must state which when ordering from Don.

The extra parts are standard and are readily available.

I have built one of Dons' 64K Buffers and found it easy to construct as the P.C. Board is single sided and the instructions are "STEP BY STEP" to installing the chips and fault finding (heaven forbid). Make sure you use sockets for all the chips.

The difference between the 64K and 256K Buffers.

In the 256K RAM version, all 8 RAM chips (#41256) MUST be installed for correct operation.

With the 64K RAM version (#4164/#4864), RAM may be installed in BLOCKS/STEPS such as :-

- 1 RAM chip - 8K
- 2 RAM chips - 16K
- 4 RAM chips - 32K
- 8 RAM chips - 64K

Only the above configurations are allowable, 3, 5, 6 and 7 chips are illegal, and may interfere with the correct operation of the Buffer.

Also available from Don as ADDITIONS to the Buffer are :-
 1/ I/O Board - recommended when purchasing the Buffer (PBUFF).

- 2/ Serial Board.
- 3/ Printer Switch - 1 Computer to 2 Printers.
- 4/ Computer Switch - 2 Computers to 1 Printer.

The PBUFF is standard "Parallel to Parallel". The addition of the Serial Board will suit anyone with a Serial Port.

Options with the Serial Board :-

- 1/ Parallel to Serial.
- 2/ Serial to Parallel.
- 3/ Serial to Serial.
- 4/ Parallel to Parallel.

All the P.C. Boards are Single Sided and are designed to plug into each other, in a STACK FORMATION. This allows extra Printer Switches, Computer Switches and Serial Boards, to be added on.

A typical example of the using of some of these options might be :-

Computer, PBUFF, Printer Switch and 2 Printers (Dot Matrix and Plotter). The Printer Switch save from having to power down while you change from one printer to the other, or any thing else you may like to attach.

Dons' PBUFFs have other features as well - RESET, TEST, COPY, HEX output as well as HARDWARE and SOFTWARE PAUSES.

WHERE AND WHEN TO USE YOUR PBUFF.

The PBUFF fits between the Printer Port (VZ INTERFACE) and the Printer(s). Depending on what you send to the printer, the PBUFF will appear like a printer, but somewhere between "Transparent" and "Normal" for printing time.

Ex.1. The PBUFF will appear transparent if you send very simple commands to the printer.

- E.G. - LPRINT:LPRINT:LPRINT:LPRINT
- FOR X=1 TO 10:LPRINT X:NEXT
- OR very short LLISTings

Ex.2. You LLIST a program to the printer for debugging purposes. While this would normally take some minutes for the printer to trundle along, the VZ is "TIED UP" for the whole time and can't be used (even longer for a plotter and larger LLISTings). With a PBUFF "IN LINE", the VZ is "FREED" in a matter of SECONDS and the PBUFF feeds the printer. While this is happening, you can be using the VZ for other things.

Ex.3. Most programs will RUN from the PBUFF as well (like LLISTing), but I've found with some programs (screen dumps to plotters) that the VZ can still be "TIED UP" for almost the Normal printing time. This doesn't happen very often though and the time taken depends entirely on the program.

The VZ sees the PBUFF as a super fast printer but will still "HANG UP" if the PBUFF is not turned on. While printing, the PBUFF will accept more DATA to print until it fills up, in which case, naturally, the VZ will "TIE UP". With only a 64K PBUFF this will take some time.

Once in use, you will wonder how you ever got on without a buffer before. This article is nearly 7000 bytes long and the PBUFF accepts it in UNDER 4 SECONDS !!!

THE COST

A 64K PBUFF, metal case and power supply will set you back about \$190, this is approx. only and will depend on prices at the time of purchase. You would have to add about another \$30 to this for the 256K unit. I used a case from ALTRONICS, cat #H 0444. D.S.E. cat # H-2744. I also used Machine Sockets for the "PLUG and STACK FORMATION" and for the large chips on the buffer board. Adding a printer switch will cost another \$54, (approx.).

* * * * *

NEXT MONTHS PROJECTS

The printer switch and computer switch.

THE PRINTER SWITCH.

This unit enables you to drive 2 printers or anything that looks like a printer from the output of the PBUFF, (possibly speech syn., compumuse, etc.). These units may be stacked so that Multiple Printers etc. can be driven at the flick of a switch. Approx. cost - \$54.

THE COMPUTER SWITCH.

This unit is in effect the opposite to the printer switch. This allows you to feed 2 computers into one PBUFF then on to one printer etc. These units can also be stacked. The computers need not be the same type. Approx. cost is also \$54.

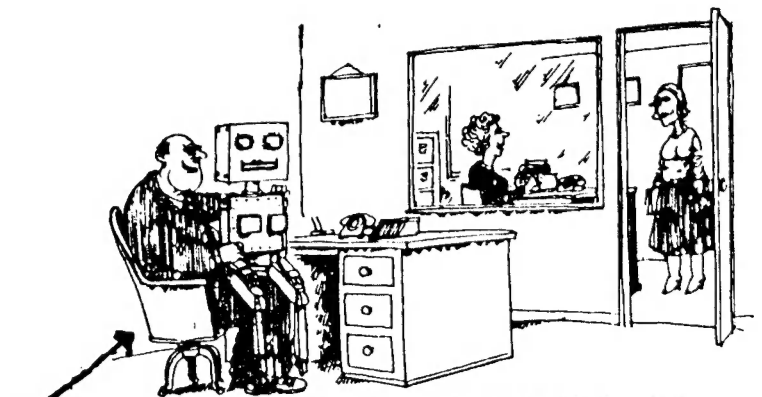
For those of you who are wondering what happened to the Serial Board (cost \$?). Well, I haven't made either a Serial Board or a Computer Board, up as yet so I can't really comment on them, BUT, coming from Don, they would be of the same Excellent Quality.

This article was contributed by :-

Mr. Dave Boyce,
41 Heather Drive,
Christie Downs 5164
SOUTH AUSTRALIA.

For ordering, questions etc., contact :-

Mr. Don McKenzie,
29 Ellesmere cres.,
Tullamarine. 3043.
VICTORIA. AUSTRALIA.



Self portrait of Dave Boyce ?

VZ Asteriods from DSE is one of their best available VZ games. For \$14.95 you get a quite addictive high resolution shoot em to bits action packed game promising hours of fun.

It is based on the origin of a game which I think was actually called asteriods, but I'm not quite sure because of the various versions floating around. The idea of the game is to destroy all the asteriods that are floating about you. The only trouble is, when you shoot them, they break up into smaller pieces that are just as deadly as the larger ones and there is also the occasional UFO that flies in and shoots back at you.

You are given a 360 degree turning lazer gun equipped with hyperspace and thrust. The thrust direction is determined by the way the lazer points and the longer you thrust the faster you'll go. It is advised that hyperspace be used with extreme caution as it propells you to a random position in space and you may wind up directly in the path of a asteriod. A stage is completed when all asteriods are destroyed. A new screen full a more and much faster moving asteriods will then be displayed.

This game, like most other good ones, is written by Dubios and Mc Namara who seem to be somewhat experts in this field. The program is written in machine language called from basic and starts off, once run, with the usual JOYSTICKS Y OR N statement.

THE SCORING IS AS FOLLOWS:

LARGE ROCKS - 100 points
 MEDIUM ROCKS - 50 points
 SMALL ROCKS - 20 points
 UFO s - 1000 points

An extra man is also awarded for every 10000 points.

This is one time when I would suggest that the joysticks would not be easier than the keyboard to use. As shown below, pulling the joystick down is hyperspace and it is not hard, as I soon found out, to be changing your direction of rotation and accidentally pull the joystick down slightly whilst moving across from side to side. This results in a hyperspace and as previously mentioned, this may, if the screen were crowded, cause certain death.

*** CONTROLS ***

FUNCTION	KEYBOARD	JOYSTICK	LOADING TIME: Disk- Tape-	sec. min.
turn left	U	.LEFT	GRAPHICS.....*****	
turn right	I	RIGHT	SOUND.....**	
thrust	O	UP	ANIMATION.....*****	
hyperspace	P	DOWN	OVER ALL.....*****	
fire	Z or SPACE	FIRE		

Excellent use is made of the high res. graphics, the title page being a most impressive feature. It also allows for a 2 player game on either joysticks or keyboard. The only criticism I have is about sound effects which seem to be nearly non-existent. The only sounds to be heard are when you fire, when you hit a rock with a shot and when a UFO fires. There should be in distinguishing your shots from the UFO's, as yours are blue and his are yellow. You should be used to avoiding yellow after a few screens.

Compiled by Matthew Taylor

Well here is a Godsend for those of you who have tackled POKEing in lo-res, it's a hi-res PEEK and POKE chart. Your VZ has, when POKEing in hi-res, 32 locations going across the screen and 64 going down. Each one of the 32 horizontal locations are made up of the four colors available in hi-res. You may POKE any value between 0 and 255 inclusive, (giving you 256 options), to give any combination of these colors. In other words, the POKE value specified after a screen location represents a combination of a four part pixel.

Hi-res starts at 28672 (dec) and ends at 30719 (dec).

For example, to place a yellow + blue + yellow + blue (ybyb) pixel in the top left hand corner of the screen, select mode(1) and POKE 28672,102

Another example is a program in our 'graphic routine' section. It's called VZ, type it in.

G G G G	0.	G Y Y Y	21.	G B B B	42.	G R R R	63.	Y Y Y G	84.
G G G Y	1.	G Y Y B	22.	G B B R	43.	Y G G G	64.	Y Y Y Y	85.
G G G B	2.	G Y Y R	23.	G B R G	44.	Y G G Y	65.	Y Y Y R	86.
G G G R	3.	G Y B G	24.	G B R Y	45.	Y G G B	66.	Y Y Y R	87.
G G Y G	4.	G Y B Y	25.	G B R B	46.	Y G G R	67.	Y Y B G	88.
G G Y Y	5.	G Y B R	26.	G B R R	47.	Y G Y G	68.	Y Y B Y	89.
G G Y B	6.	G Y B R	27.	G R G G	48.	Y G Y Y	69.	Y Y B B	90.
G G Y R	7.	G Y R G	28.	G R G Y	49.	Y G Y B	70.	Y Y B R	91.
G G B G	8.	G Y R Y	29.	G R G B	50.	Y G Y R	71.	Y Y R G	92.
G G B Y	9.	G Y R B	30.	G R G R	51.	Y G B G	72.	Y Y R Y	93.
G G B B	10.	G Y R R	31.	G R Y G	52.	Y G B Y	73.	Y Y R R	94.
G G B R	11.	G B G G	32.	G R Y Y	53.	Y G B R	74.	Y Y R R	95.
G G R G	12.	G B G Y	33.	G R Y B	54.	Y G B R	75.	Y B G G	96.
G G R Y	13.	G B G B	34.	G R Y R	55.	Y G R G	76.	Y B G Y	97.
G G R B	14.	G B G R	35.	G R B G	56.	Y G R Y	77.	Y B G R	98.
G G R R	15.	G B Y G	36.	G R B Y	57.	Y G R B	78.	Y B G R	99.
G Y G G	16.	G B Y Y	37.	G R B B	58.	Y G R R	79.	Y B Y G	100.
G Y G Y	17.	G B Y B	38.	G R B R	59.	Y Y G G	80.	Y B Y Y	101.
G Y G B	18.	G B Y R	39.	G R R G	60.	Y Y G Y	81.	Y B Y B	102.
G Y G R	19.	G B B G	40.	G R R Y	61.	Y Y G B	82.	Y B Y R	103.
G Y Y G	20.	G B B Y	41.	G R R B	62.	Y Y G R	83.	Y B B G	104.

YBBY 105	BGBY 137.	BBBBY 169.	BGBY 201.	RBBY 233.
YBRB 106	BGBR 138.	BBBR 170.	BGBR 202.	RBBR 234.
YBRB 107	BGBR 139.	BBBR 171.	BGBR 203.	RBBR 235.
YBRG 108	BGBR 140.	BBRG 172.	BGBR 204.	RBRG 236.
YBRY 109	BGRY 141.	BBRY 173.	BGRY 205.	BBRY 237.
YBRB 110	BGRB 142.	BBRB 174.	BGRB 206.	RBRB 238.
YBRB 111	BGRR 143.	BBRR 175.	BGRR 207.	RBRB 239.
YBGG 112	BYGG 144.	BRGG 176.	RYGG 208.	RRCG 240.
YBGY 113	BYGY 145.	BRGY 177.	RYGY 209.	RRCY 241.
YBGR 114	BYGR 146.	BRGB 178.	RYGB 210.	RRCB 242.
YBGR 115	BYGR 147.	BRGR 179.	RYGR 211.	RRCB 243.
YBYG 116	BYYG 148.	BRYG 180.	RYYG 212.	RBYG 244.
YBYY 117	BYYY 149.	BRYY 181.	RYYY 213.	RBYY 245.
YBYB 118	BYYB 150.	BRYY 182.	RYYB 214.	RBYB 246.
YBYR 119	BYYR 151.	BRYY 183.	RYYR 215.	BYYR 247.
YBEG 120	BYBG 152.	BRBG 184.	RYBG 216.	RBBG 248.
YBRY 121	BYBY 153.	BRBY 185.	RYBY 217.	RBBY 249.
YBRB 122	BYBB 154.	BRBB 186.	RYBB 218.	RBBB 250.
YBRB 123	BYBR 155.	BRBB 187.	RYBB 219.	RBBB 251.
YBRG 124	BYRG 156.	BRRG 188.	RYRG 220.	RRRG 252.
YBREY 125	BYRY 157.	BRRY 189.	RYRY 221.	RRRY 253.
YRRB 126.	BYRB 158.	BRRB 190.	RYRB 222.	RRRB 254.
YRRR 127.	BYRR 159.	BRRR 191.	RYRB 223.	RRRR 255.
BGGG 128.	BBGG 160.	BGGG 192.	BGGG 224.	
BGGY 129.	BBGY 161.	BGGY 193.	BGGY 225.	
BGGB 130.	BBGB 162.	BGGB 194.	BGGB 226.	
BGGR 131.	BBGR 163.	BGGR 195.	BGGR 227.	
BGYG 132.	BBYG 164.	BGYG 196.	BGYG 228.	
BGYV 133.	BBYV 165.	BGYV 197.	BGYV 229.	
BGYB 134.	BBYB 166.	BGYB 198.	BGYB 230.	
BGYR 135.	BBYR 167.	BGYR 199.	BGYR 231.	
BGBG 136.	BBBG 168.	BGBG 200.	RBBG 232.	

The circuit diagram shows a "STAND ALONE" 18K memory expansion for the VZ 300. Optional is provision for placing RAM / ROM / EPROM in the cartridge area. There are three address decoders (#74LS138) shown on the left side of the circuit diagram. The top left decodes in 2K blocks, using #6116 RAMs and starts where internal ROM(s) leave off. It is possible, using this decoder to put 5 X 2K RAMs / EPROMs in the cartridge area.

The middle decoder also decodes in 2K blocks and only the last output is used which goes to the \overline{CS} (chip select) input of the 2K(#6116) RAM.

The last decoder decodes in 8K blocks and only the last 2 outputs are used. The 24K (pin 13) output can be used to put an 8K RAM / EPROM in the cartridge area. Together with a 2K RAM / EPROM they would fill the 10K cartridge area.

Disk drive users can only use the 2K RAM / EPROM using the top address decoder in the area indicated.

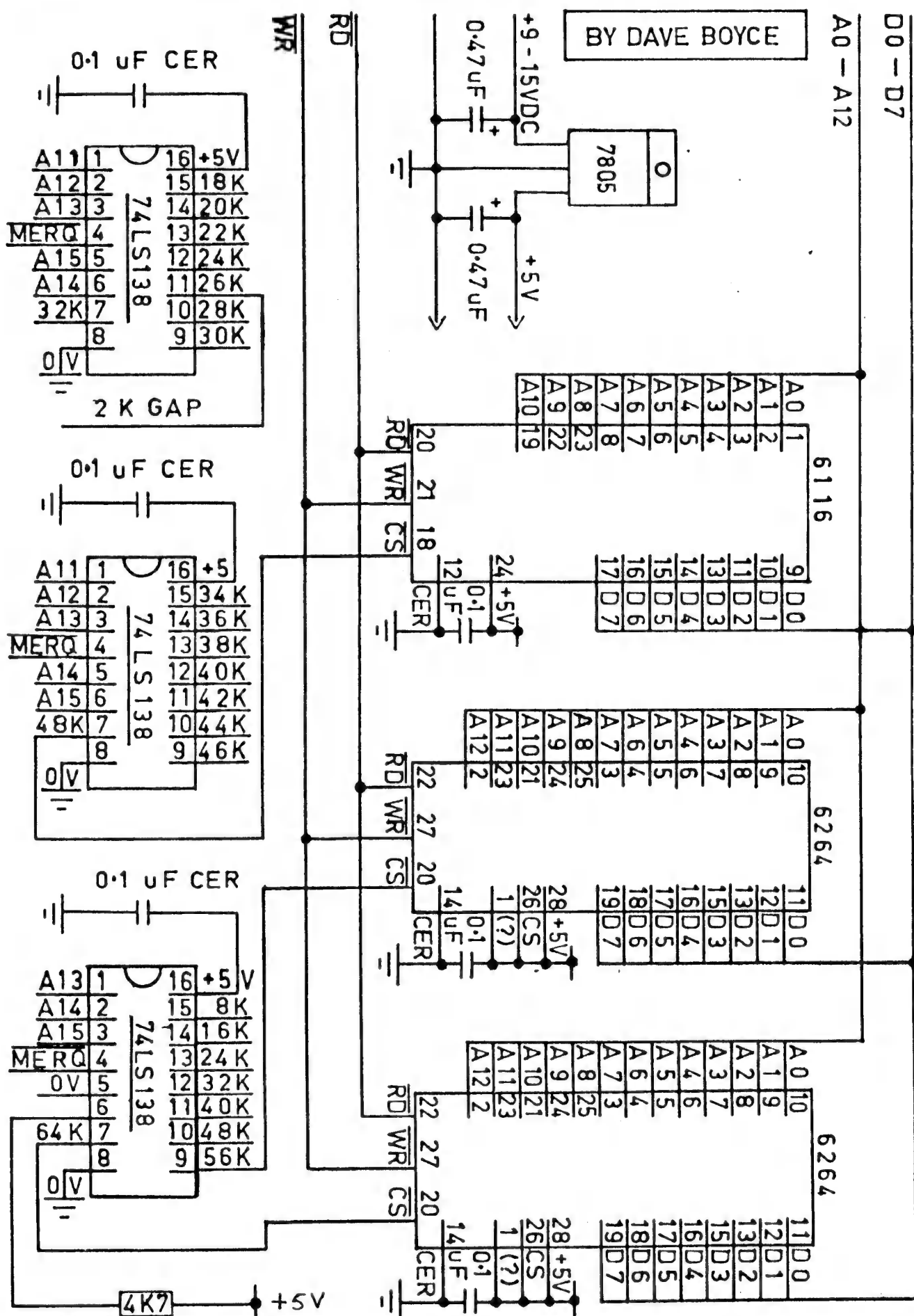
The bottom address decoder can also be used to place 2 X 8K BATTERY BACKED RAMS in the range of zero to 16K. One of the uses of the B.B.RAM in the ROM area would give the clever programmers out there the opportunity to reactivate the hidden BASIC / DISK COMMANDS / FUNCTIONS for later transfer to EPROM, etc.

If using the ETI 687 P.C.B. as used for VZ 200 memory expansion, care must be taken as it was not intended for VZ 300 use. The address decoding used for the 4 X 8K (#6264) memory chips, is different and can't be used to duplicate the ROMs or put 8K in the cartridge area for non disk users. The decoder IC inputs / outputs must be modified to match the bottom one in this Magazine. Also the middle and / or top decoder, (if required) must somehow be mounted on the P.C.B., or another board and point to point wiring used. I leave it to the ingenuity of the constructor as this article is intended as a design idea. The expansion could be powered from the VZ, but if the voltage regulator runs hot, use the extra one shown on the circuit diagram.

As mentioned in last months technical report the P.C.B. makes it a lot easier to achieve the above. Another method of construction is to use "RAM STACKING". Just place one IC on top of another and solder sockets in between, just like I have done in my VZ 200 PLUS. Put the lot in a box, mount a suitable edge connector and you should have an extra 18K of RAM plus any other options you have decided to incorporate. My thanks to D. Boyce, again for supplying the circuit diagrams for the VZ 300 expansion and the continuing technical information coming from him. Thanks Dave. I apologise for not going into more detail, but currently other commitments don't leave much time for computing.

JOE LEON
Technical Advisor.

V Z 300 18K MEMORY EXPANSION



UNDERSTANDING YOUR VZ . . . PART ONE.

First things first. Sincere thanks to Mr. Robert Quinn, of Wagga Wagga for providing us with the following article. I'm of understanding that this article was also offered to a leading computer publication. Can't understand why they didn't welcome it with open arms. Oh well! Their loss is certainly our gain. Thanks again Robert, especially for taking time out before your annual pilgrimage (?).

The following is the first of what, at this stage, will be a three part article. Program LLISTings will be published as the are relevant to the current section of the article.

VZ MEMORY MAP		TOP OF MEMORY 36863 or 53247 (VZ200) 47103 or 63487 (VZ300)	
30897/8	DISK BUFFER		
30880/1	STRING SPACE		
	BASIC STACK		
30973/4	FREE MEMORY		
30971/2	ARRAY VARIABLES LIST TABLE		
30969/70	SIMPLE VARIABLES LIST TABLE		
30884/5	PROGRAM MEMORY	31465	
	COMMUNICATIONS REGION	30720	745
	VIDEO DISPLAY	28672	2K
	KEYBOARD, CASSETTE SPEAKER, VIDEO CONTROLLER	26624	2K
	ROM CARTRIDGES (DISK CONTROLLER)	16384	10K
	ROM, BASIC INTERPRETER OPERATING SYSTEM	0	16K
ADDRESS POINTERS A/B		START ADDRESS	# of BYTES
ADDRESS = PEEK(A) + PEEK(B) X 256			

UNDERSTANDING YOUR VZ . . . PART ONE.

Some addresses in the COMMUNICATION REGION and their use.

30752,30753 pointer to address in video memory of cursor position (range: 28672 to 29183)

30862,30863 pointer to execute address for USR program

30880,30881 pointer to lowest address of string space

30884,30885 pointer to start address of basic program

30887,30888 pointer to start keyboard buffer

30897,30898 pointer to end of user memory

30934,30935 pointer to next available place in string space

30969,30970 pointer to start of variable list table (end of basic program)

30971,30972 pointer to start of array variable table

30973,30974 pointer to end of array variable table

30975,30976 pointer to current address in DATA statement

30882,30883 current line number as basic program runs

30938,30939 line number of last DATA statement READ

30955,30956 line number for last basic line entered/deleted

31009,31010 USR ARGUMENT store

31208 start of INPUT buffer (basic lines and commands)

30776 enable/disable INVERSE printing: POKE 30776,2 enables

30779 copy of output latch/key beep: 0 disables; 1 enables

30876 output device code

31003 TRACE ON/OFF: POKE 31003,1 for on/ 0 for off

30886 cursor (TAB) position

30845,30846,30847 interrupt exit

30977 to 31002 variable declaration table

30720 to 30731 four machine code JUMP instructions to various addresses in ROM

UNDERSTANDING YOUR VZ . . . PART ONE.

Here is a collation of understandings to help you exploit the hidden facilities, and realise more fully the powers, of your VZ. Let's begin with a briefing on some fundamentals as we work our way up the VZ's memory map.

At the bottom of memory is READ ONLY MEMORY -- ROM -- where, permanently etched byte by byte into their memory cells, reside the intricate sets of machine code instructions and data that make up the VZ's operating system. Without them, your VZ doesn't know what to do. Whilst with them, it is your obedient servant.

Each memory cell is identified by a unique address, a number you can use to PEEK at the content of that cell. Though, if the address of a memory cell is greater than 32767, you must use a negative address for PEEKs and POKEs. This negative address is the ordinary address less 65536.

Eg. PRINT PEEK(42326-65536).

A cell is filled with a "number", the BYTE, which can be any number in the range 0 to 255. You can PEEK (take a look) at ROM cells, but you can't POKE/change their contents. VZ ROM occupies address from 0 to 16383. The next 10240 (10K:1K = 1024 bytes), memory cells may or may not exist for your VZ; these addresses are reserved for "PLUG IN" memory cartridges. If you have a disk drive, this is where the ROM memory in your disk controller takes up residence in your VZ.

Where ROM ends, RAM begins! And it is RAM memory that will be our main concern from here on. You can both PEEK at (what's there?) and POKE to (take that!) RAM memory cells, with the certainty that the POKEs will change the contents of the cells. RAM memory begins at address 26624 and ends - who knows? It all depends on your system. The built in memory of a VZ 200 (VZ 300) will end at 36863 (47103). A VZ 200 (VZ 300) with 16K memory expansion module installed will end at 53247 (63487). You can find the END OF MEMORY address with the following command :-

```
PRINT PEEK(30897) + PEEK(30989) * 256
```

With a disk drive installed, the disk controller reserves 311 memory cells at the top of memory for its own use, and the end of memory command will PRINT an address that is 311 bytes less than the actual end of memory address. The disk controller doesn't want you poaching on its territory.

Video memory from 28672 to 30719 holds the screen display. Above video RAM lies a stretch of 745 memory cells (30720 to 31464) called the COMMUNICATIONS REGION which is used by the computer to keep track of many things. Numerous POINTERS are located in this region, pairs of memory cells that store addresses, such as the end of memory address. A list is provided with this article of many of the locations in the communications region and what they are used for.

PART 2 NEXT MONTH...

Welcome for the second time to Beginners Section. This month we have some interesting POKES and some clever "print" based subroutines. We don't admit to knowing why the VZ behaves as it does with these particular POKES, but they are interesting anyway.

This one rather speeds things up a bit (or byte), try using it in a lo-res screen display program...

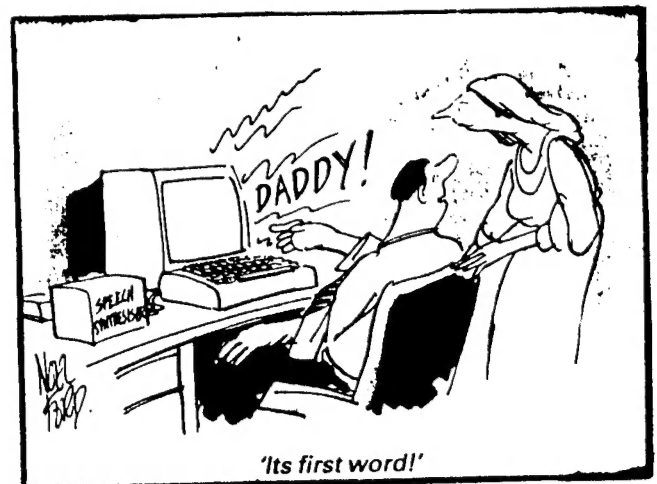
```
10 POKE 30777,0
20 GOTO 10
```

Don't want anyone to play with your game while your getting a coffee ...? type this in ... it will DISable all keys except CTRL & BREAK ...

```
10 POKE 30875
20 GOTO 10
```

Okay, they're the POKES. Now lets try some PRINT subroutines that you can use in your programs to liven them up a bit. I won't give you the lot now because we will save some for next time. By the way if you have any small routines like the following that you would like to share with other Members, then please pass them on to your Editor.

```
100 CLS
110 ' FIRST PART PRINTS ONE LETTER AT A TIME, FROM LEFT TO RIGHT
120 CLEAR 1000
130 A*="SURE PRINTS SLOW, DOESN'T IT"
140 B*="SURE PRINTS SLOW, DOESN'T IT"
150 FOR N=1 TO LEN(A*)
160 PRINT@98,LEFT$(A*,N)
170   FOR I=1 TO 75
180     NEXT I
190 NEXT N
200 REM THIS SECTION SCROLLS INVERSE FROM LEFT TO RIGHT
210 FOR N=1 TO LEN(B*)
220 PRINT@98,RIGHT$(B*,N)
230   FOR I=1 TO 15
240     NEXT I
250 NEXT N
260 REM THIS SECTION SCROLLS OFF THE SCREEN
270 FOR X=1 TO 200
280 NEXT X
290 P=126
300 J=J+1
310 E*=MID$(B*,J,28)
320 PRINT@98,E*
330 P=P-1
340 PRINT@P," "
350 IFJ<28THEN300
```



'Its first word!'

```

100 * COLORS FROM TOP TO BOTTOM, LEFT TO RIGHT, USING ALL COLORS
110 CLS
120 C=143
130 POKE 30744,1
140 A=28672
150 B=29152
155 IF C>255 THEN 510
160 FOR X=A TO B STEP 32
170 POKE X,C
180 NEXT X
190 A=A+1
200 B=B+1
210 IF A>28703 THEN 215 ELSE 160
215 C=C+16
220 A=28672
230 B=28703
240 FOR X=A TO B
250 POKE X,C
260 NEXT X
270 A=A+32
280 B=B+32
290 IF A>29152 THEN 300 ELSE 240
300 C=C+16
310 A=28703
320 B=29183
330 FOR X=B TO A STEP -32
340 POKE X,C
350 NEXT X
360 A=A-1
370 B=B-1
380 IF A < 28672 THEN 390 ELSE 330
390 C=C+16
400 A=29152
410 B=29183
420 FOR X=B TO A STEP -1
430 POKE X,C
440 NEXT X
450 A=A-32
460 B=B-32
470 IF A < 28672 THEN 480 ELSE 420
480 C=C+16
490 IF C > 255 THEN 120 ELSE 140
500 GOTO 120
510 POKE30774,0:FORX=0TO10000:NEXT

```

```

10 CLS:A$="TWINKLE":B$="FLASHER"
20 PRINTQ74,A$
30 FOR X=1 TO 100:NEXT
40 CLS
50 FOR X=1 TO 100:NEXT
60 PRINTQ74,B$
70 FOR X=1 TO 100:NEXT
80 GOTO 10

```



'Hey, you know this would make a great micro game!'

```

100 CLS
110 REM LINES 20 TO 40 DRAW ALONG TOP OF SCREEN
120 FOR X=28672 TO 28703
130 POKE X,239
140 NEXT X
150 REM LINES 110 TO 130 DRAWS RIGHT HAND SIDE OF FRAME
160 FOR X=28704 TO 29120 STEP 32
170 POKE X+31,239
180 NEXT X
190 REM LINES 160 TO 180 DRAWS ALONG THE BOTTOM OF SCREEN
200 FOR X=29183 TO 29152 STEP -1
210 POKE X,239
220 NEXT X
230 REM LINE 210 TO 230 COMPLETES BORDER ON LEFT HAND SIDE
240 FOR X=29120 TO 28704 STEP -32
250 POKE X,239
260 NEXT X

```

VZ.

```

100 MODE(1)
110 FORX=28672TO28703:I=RND(255):POKEX,I:NEXT
120 FORX=28704TO30687STEP32:I=RND(255):POKEX+31,I:NEXT
130 FORX=30719TO30687STEP-1:I=RND(255):POKEX,I:NEXT
140 FORX=30687TO28672STEP-32:I=RND(255):POKEX+1,I:NEXT
150 X=28930
160 K=0
170 I=RND(255):POKEX+K,I:K=K+32
180 IFK>96THEN190ELSE170
190 X=X+K+1:IFX>30607THEN200ELSE160
200 X=30608
210 K=0
220 I=RND(255):POKEX+K,I:K=K+32
230 IFK>96THEN240ELSE220
240 X=X-K+1:IFX<28832THEN250ELSE210
250 X=28939:Y=28948
260 FORJ=XTOY:I=RND(255):POKEJ,I:NEXT
270 X=X+32:Y=Y+32:IFX<>29067THEN260
280 I=RND(255):POKEY,I:Y=Y+32:IFY<>29204THEN280
290 Y=29202
300 I=RND(255):POKEY,I:POKEY+1,I:Y=Y+32:IFY<29330THEN300
310 Y=29328
320 I=RND(255):POKEY,I:POKEY+1,I:Y=Y+32:IFY<29426THEN320
330 Y=29454
340 I=RND(255):POKEY,I:POKEY+1,I:Y=Y+32:IFY<29554THEN340
350 Y=29580
360 I=RND(255):POKEY,I:POKEY+1,I:Y=Y+32:IFY<29708THEN360
370 Y=29707
380 I=RND(255):POKEY,I:Y=Y+32:IFY<29835THEN380
390 X=29835:Y=29844
400 FORJ=XTOY:I=RND(255):POKEJ,I:NEXT
410 X=X+32:Y=Y+32:IFX<29963THEN400
420 GOTO150

```

Just a few minor quick hints for VZ DOS users.

1/. For drive head cleaning, if you intend on using the readily available "VERBATIM" cleaning disk, make sure you turn it UPSIDE DOWN, as this is the way your drive head is positioned. (in other words, REVERSE the instructions on cleaning disk).

2/. Also when cleaning, DO NOT place another disk in your drive immediately after removing cleaning disk. Wait at least 5 minutes for the alcohol based cleaner to dry thoroughly. Failure to do this may result in ruined disks as disk hub will slip and not turn, in the cleaner.

3/. If you own only one disk drive, REMEMBER to physically change your drive to DRIVE 2 PORT, when running disk control program from the new technical reference manual. Otherwise you may wonder why you just sat and typed this program in (it won't do a thing unless connected to port 2).

SWAP & SHOP.

WANTED TO BUY

2nd hand VZ Disk Drive and Controller

FOR SALE

Commodore C16 kit plus programs, etc.

Original value \$500

Will SELL \$200 o.n.o.

Contact JOE LEON on 512756.

I see it, but I don't believe it... It seems you just can't trust photocopiers these days. No, that's not at all true. I really did make, as hard as it is to accept, a (GULP) mistake. In the beginners section last month the DELETE routine should have read like this :-

O D200-500

POKE 31469,182:RUN

now hit the RETURN key.

Thanks, Robert, for picking this up. I guess I'll have to just settle for immortality by itself, as it seems that I can't have infallability as well!